

## **COUNTY OF SAN DIEGO DEPARTMENT OF PLANNING AND LAND USE: Zoning ENVIRONMENTAL REVIEW QUESTIONNAIRE FOR AGRICULTURALLY RELATED CLEARING PERMITS**

APPLICANT'S NAME:	PHONE:
APPLICANT'S NAME:	FIIONL.
APPLICANT'S MAILING ADDRESS:	
POINT OF CONTACT:	PHONE:
SITE ADDRESS (IF DIFFERENT FROM ABOVE):	
PARCEL SIZE (ACRES):	
APPROXIMATE QUANTITY OF EARTH TO BE CLEARED:	
PROVIDE A DESCRIPTION OF PAST AND PROPOSED AGRICULTURAL USE:	
LIST DOCUMENTS TO SHOW PAST AGRICULTURAL USE OF	SITE:

Check One		
YES NO	Is your project located on a hazardous waste site that is included on any list compiled pursuant to Section 65962.5 of the Government Code? <i>Please consult the San Diego County List of Hazardous and/or Substance Sites available at the DPW or Building Counter.</i>	
YES   NO	Will your project involve the demolition or modification of a structure(s) greater than 50 years in age? (If yes, please supply picture(s) of structure.)	
YES NO	Will your project disturb an archaeological resource such as rock art, grinding and milling features, or artifacts.	
YES NO	Will any watercourse or natural swale be affected or will the clearing take place within 200 feet of a watercourse or natural swale?	
YES NO	Does the project propose 40 acres or more to be cleared in an area that has been Previously legally disturbed, (e.g. has been legally cleared in the past for agriculturally related operations)? If so, please provide evidence such as a permit number of an approved Agricultural Exemption form.	
YES NO	Does the project propose 20 acres or more to be cleared in an area that has NOT been previously legally disturbed?	
Has your project undergone previous environmental review as part of a previous Subdivision or Use Permit? If yes, please supply the associated project name and permit numbers below:		
I hereby certify the above answers are true and correct to the best of my knowledge:		
APPLICANT'S SIGNATURE: DATE:		
*This form should be completed at the time of submittal.		
FOR STAFF USE ONLY		
Draiget Number		
Project Number:		